

EDU-WARE™

Your personal computer
is the learning alternative.
In today's increasingly complex world,
education is a key to freedom.
If you believe
that the development
of learning Software
is serious business,
a task demanding rigor
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SPELLING BEE™

Requires Applesoft, 48K, DOS 3.3





Requires Applesoft, 48K, DOS 3.3

EDU-WARE™



Spelling Bee is a software learning system for children in kindergarten through third grade which builds spelling skills, identifies basic word groupings, and links the abstract symbol (word) to the concrete object (picture).

A System Generator allows the parent or teacher to tailor duration and emphasis to an individual child's needs. A Demonstration Mode offers the parent a chance to review all spelling words before the child begins. The child works within the Tutorial Mode, then the Drill Mode tests learning. Information on the child's performance is recorded for the parent or teacher.

This system allows young children to interact comfortably with the computer. High resolution graphics and musical sound effects capture interest and facilitate comprehension.

For Apple II and II-plus computers
Requires Applesoft, 48K, and DOS 3.3

DEVELOPED IN CONJUNCTION WITH JOHN CONRAD BY:

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SPELLING BEE
VERSION 1.0
User Documentation

TABLE OF CONTENTS

<u>Acknowledgements</u>	<u>2</u>
<u>I. INTRODUCTION</u>	<u>3</u>
1. What is SPELLING BEE?	
2. Quick Entry Usage	
3. Using the Documentation	
<u>II. THE INSTRUCTIONAL MODEL</u>	<u>4</u>
1. Learning proceeds from the concrete to the abstract.	
2. Reinforcement serves as an important component to learning and as a motivational tool.	
3. Incorrect entries are refused.	
<u>III. USING THE PROGRAMS</u>	<u>5</u>
1. General Description	
2. The LEARNING MANAGEMENT	
<u>IV. ERROR HANDLING</u>	<u>7</u>

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ACKNOWLEDGEMENTS

SPELLING BEE was developed by John Conrad in concert with Edu-Ware Services, Inc., a California software development company dedicated to the production of instructionally valid C.A.I. and intellectually challenging games.

It took the efforts of a number of individuals to bring this product to fruition:

John Conrad created the basic program algorithms and was the computer artist for all of the screen drawings found in the SPELLING BEE learning system.

David Mullich Implemented the Edu-Ware LEARNING MANAGEMENT which is the central user management tool for this system, and developed the data file management used for progress reporting.

Sherwin Steffin prepared the documentation for the SPELLING BEE learning system.

Steven Barr conducted the system testing as a part of the quality control sequence used in the development of all Edu-Ware products.

I. INTRODUCTION

1. What is SPELLING BEE?

SPELLING BEE is a computer software learning system designed to introduce basic spelling concepts to children in kindergarten through third grade. Spelling Bee responds, as well, to needs felt by teachers of children with learning disabilities.

This learning system has been structured to maximize ease of use for the young learner. Every effort has been made to provide an experience requiring no skill in computer operation.

Several features make this an attractive, entertaining, and useful system:

- ** A self-prompting LEARNING MANAGEMENT allows the parent or teacher to custom tailor the system to meet the specific learning needs of the individual child.
- ** Entertaining drawings accompany each of the words spelled. These drawings help to make concrete the abstraction of verbal symbols for the learner.
- ** Extensive use of sound effects and child-oriented melodies reinforce correct responses.
- ** A reporting system allows the parent or teacher to access information about the learner's performance.
- ** Progress file management allows the learner to continue from the last point at which the previous session had ended.
- ** A Tutorial Mode will not accept incorrect responses from the learner, thus preventing the remembering of wrong answers.
- ** Detailed documentation describes both the system and the instructional model upon which it is premised.

2. Quick Entry Usage

If you are one of those users who prefers to get right into using the system before reading further, you can do so by following this quick guide:

- (A) Boot the diskette. You should be reminded that this diskette requires 3.3 DOS to operate. If you have difficulty in booting the disk, consult your DOS Manual for assistance. After a few seconds of disk activity, an Edu-Ware identification will appear on the screen. Next to appear is the SPELLING BEE system logo. Without any modification, pressing SPACE BAR will exit the system into the DEMONSTRATION MODE. Selecting this option will allow you to preview each of the spelling units to select the one you wish to use in this session.
- (B) To use any of the other modes simply press the - key, instead of the SPACE BAR. This action will cause the system to jump to the LEARNING MANAGEMENT, where screen prompts provide easy directions to setting up

the diskette for learner use. Should you encounter any problems, return to this documentation for additional help.

3. Using the Documentation

The remainder of this documentation is designed to provide you further in-depth information about the instructional rationale which has been employed, and operating information about each of the learning routines which is included in the SPELLING BEE Learning System.

You also will find some general comments on the care and feeding of your diskettes, which can be very uncooperative at times. Should a problem occur, be certain to read the Limited Warranty at the end of this material, and follow the directions exactly.

II. THE INSTRUCTIONAL MODEL

Before proceeding with further operating instructions, it seems appropriate to discuss the rationale which has been employed in constructing the SPELLING BEE Learning System.

1. Learning proceeds from the concrete to the abstract.

We begin with a very simple observation about the learning of young children (and, for that matter, about us as adults). Learning of new material is far easier when it relates a simple, concrete concept to a more abstract or symbolic idea. Thus the use of simple screen drawings supports this correlation through paired association with printed words. This process serves to initiate the development of some early reading skills.

2. Reinforcement serves as an important component to learning and as a motivational tool.

For the young child, the computer is easily perceived as a human entity. The child seeks approval for work well done, and conversely attempts to avoid disapproval for incorrect responses. A smiling face with associated child-oriented melodies are therefore presented when a correct response is made in either the Tutorial or the Drill Mode.

Since the Tutorial Mode will not permit the entry of incorrect responses, only positive reinforcement is provided within this selection.

3. Incorrect entries are refused.

Since most of the learners on this system are just becoming familiar with operating a computer, it seems to us that the number of keyboard errors that will be made is going to be rather large. Rather than let the child see an incorrect spelling of any word, we have chosen some programming devices which permit only the correct entry during practice (Tutorial Mode).

During the Drill Mode, the learner is permitted incorrect entries, told when he is incorrect, and allowed to correct his errors. If he is unable to spell the word correctly after the third correction effort, the correct spelling is displayed on the screen, and his response is recorded for later review by the parent or teacher as having been incorrect. Thus, words, or word groups presenting difficulties for

the child are available for extra help, diagnosis, and remediation.

III. USING THE PROGRAMS

1. General Description

SPELLING BEE represents a Learning System to be used by very young, first time users of the computer, and those just beginning to develop skills with reading, spelling, and vocabulary.

There are four component programs which comprise this system. They are: LEARNING MANAGEMENT, DEMONSTRATION MODE, TUTORIAL MODE, and DRILL MODE. Each of these operating components is further described below.

2. The LEARNING MANAGEMENT

In order to fully utilize the programs, users will need to make their own adjustments in the defaulted parameters which have been installed for each of the current programs. Thus, a LEARNING MANAGEMENT is provided which allows the user maximum flexibility to prescribe the learning sequence.

The SPELLING BEE SYSTEM is currently set to start with the DEMONSTRATION MODE. Booting the system will provide the Edu-Ware Logo, and then call the SPELLING BEE Title Page. On the bottom of the Title Page is the direction, "PRESS SPACE BAR TO CONTINUE." If this direction is followed, the system will generate the DEMONSTRATION MENU. (Using this menu will be described later.) To go into the LEARNING MANAGEMENT Mode, press the **Q** key instead of the **SPACE BAR**. The LEARNING MANAGEMENT Master Menu will appear on the screen.

The LEARNING MANAGEMENT provides for three learning modes. They are:

[1] DEMONSTRATION

[2] DRILL

[3] TUTORIAL

Another choice is provided with the **Q** key which allows you to exit the system completely.

As soon as the LEARNING MANAGEMENT appears on the screen, you have two choices:

[1] Change Learning Sequence.

Pressing the **I** key will take you into the LEARNING MANAGEMENT selections.

Pressing the **Q** key will return you to the starting page of the SPELLING BEE system. The same result can also be obtained by pressing the **ESC** key.

LEARNING MANAGEMENT/[1] DEMONSTRATION MODE

This mode is selected to provide you with a preview of each of the units the child will be going through. To implement this mode do the following:

1. After selecting this mode, press either **Q** key or **ESC**. Either selection will return you to the LEARNING MANAGEMENT Menu. Repeating this step will take you back to the title page. Then press **SPACE BAR** to get the DEMONSTRATION

MODE menu.

2. When the menu appears, select **1** which will cause the unit selection to be presented on the screen.

There are two pages with this menu. Both pages are choice numbered from 0-13. 0 on both pages is the exit choice. Selection 12 selects the opposite page, while selection 13 will present all of the words in each unit, in sequence by unit.

3. Select the unit, or all units by pressing the appropriate number keys. Single digit numbers should be followed by a press of the **RETURN** key, while double digit choices will be registered after the second key is pressed.

4. The unit(s) you have selected will be displayed on a word-by-word basis immediately after the unit number has been selected.

5. After the final word has been shown, the menu will once again display to the screen. Exit or select another unit.

LEARNING MANAGEMENT/[2] DRILL

This mode is designed to test the learner's knowledge of the words he has previously learned how to spell. Some parameters are provided which allow you to control both the number of words to be tested, and the time that the learner is going to be on the system.

After selecting this choice, press **0** key to put you into the parameter setting menu.

1. Type in the learner's first and last names, pressing **RETURN** after the last letter in each.

2. Next enter the number of trials for each unit to be tested. This gives you the number of words which will be presented to the learner for each of the units you wish to test. It may not be the total number of words in the unit. For example: Assume that Unit 1 has 9 words, but you feel that the attention span of the child will only last through 5 words. Enter 5 as the number of trials. Five of the words in the unit will be called on a random basis for response by the child.

3. Enter the first unit, and ending unit for this session.

4. A display will appear with the data you have just entered. If all is correct, exit back to the LEARNING MANAGEMENT MENU, and then to the starting page. Pressing the **SPACE BAR** from the starting page will take the learner into the DRILL program. If the disk is exited at this point, and rebooted later, the program and learner file are still waiting for the learner.

5. After the learner finishes with this mode, a display showing how many words were attempted, and the number of correct and incorrect tries will be presented. To administer a new sequence, the ADD/CHANGE LEARNING SEQUENCE option will need to be re-set.

LEARNING MANAGEMENT/[3] TUTORIAL

In the tutorial mode, the learner first sees the word. It then disappears, requiring him to spell it from keyboard entry. If it is spelled correctly, the smiling face and the tune execute. The learner can make up to three errors before the program will view him as unable to spell the word. A noxious sound, the frowning face, and a re-display of the word all occur. Set-up is exactly the same as in the DRILL mode.

IV. ERROR HANDLING

However advanced this computer technology may look, we are still in the dark ages when it comes to reliability of programs and the magnetic media on which they are stored.

Some mention should be made of the care of the diskette which you must ask of your child, as he uses it. We have enclosed a graphic of the appropriate steps which should be taken when the child loads a diskette into the computer and turns it on. You, the parent or teacher, would be well advised to do the diskette loading, at least in the initial stages of the child using this system. When the child is ready to handle his own diskette, we suggest you get him to practice with a scratch diskette, until you have assured yourself he knows how to handle the magnetic material involved.

For whatever small comfort it may bring, we have installed some error reporting systems that will at least tell you what has gone wrong and what, if anything, you the user can do to fix the problem. If the problem is with your diskette, read the screen display, and follow any directions it gives you including returning it to us. We also invite you to call us about any difficulties you may experience or any innovative applications you make of these programs. Our number is (213) 346-6783. We look forward to hearing from you.

EDU-WARE SERVICES, INC.
22222 Sherman Way, Suite 102
(213) 346-6783

SERVICE REQUEST FORM
Canoga Park, Ca. 91303

1. PRODUCT: _____ 2. SERIAL #: _____

3. SYSTEM: _____ 4. MEDIA: _____

-----SERVICE-----		!-----AMOUNT-----
WARRANTY SERVICE	(no charge)	! proof of purchase date ! enclosed
DEFECTIVE MEDIA / UPDATE	(\$5.00)	!
SHIPPING (\$2.00 unless covered by warranty)		!
5. TOTAL	(enclose check or C.O.D. charges will be added)	!

6. DESCRIPTION OF PROBLEM (be as complete as possible. Use
separate sheets if necessary. If applicable, be sure to
specifically describe the operation you were performing
when the failure occurred.)

7. PURCHASED FROM: _____ 8. DATE: _____

9. Please use --->>!
this space for your !
address. It will !
be used as a mailing!
label (include zip !
code). !

10. TELEPHONE #: !
! !
() !

PROBLEMS ?

Edu-Ware is firmly committed to supporting the users of its products. This support consists of a 30-day warranty, followed by unlimited low-cost service and updates. Note that the Edu-Ware Warranty applies equally to both "glitches" (bad media problems) and "bugs" (program errors).

Regardless of the nature of your problem, we would ask you to use the form on the back of this page in addressing our Service Dept. In the event that charges are in order, please accompany your service request with a check or money order, otherwise your return shipment will be sent via U.P.S., C.O.D. Please note that in all cases, you must include your original serialized program diskette as proof of purchase. (However, we normally replace it with a fresh diskette.)

IMPORTANT NOTE:

Many program errors are the result of a defective disk drive, and not program "bugs" or "glitches". Whenever you experience software trouble, you should compare the results of the various commercial software packages you may own. If you consistently find trouble, consult your computer dealer.

EDU-WARE 30-DAY WARRANTY

Edu-Ware Services, Inc. warrants this software package to operate within all specifications contained in its accompanying documentation. Should this package fail to meet its specifications within 30 days of purchase by the end user, Edu-Ware Services, Inc. will, at its sole discretion:

1. Correct the failure, by replacement of the defective or error-laden media, upon receipt of the defective program diskette, proof of purchase date, and written description of the problem.

--OR--

2. Refund the original purchase price, upon receipt of the defective program, documentation and accompanying materials.

This warranty is null and void in cases where the user has attempted to make modifications in the program, physically damaged the program diskette, or obtained the product through an unauthorized or illegal distribution channel.

Edu-Ware Services, Inc. will assume no responsibility for the suitability of its products to the user's application. The purchaser must assume all responsibility for the suitability of the application. Edu-Ware Services, Inc. reserves the right to make improvements in its products at any time, and without notice, and to replace any defective products with improved versions.

Incidental and consequential damages caused by the malfunction, defect or otherwise, and with respect to the breach of any expressed or implied warranty are not the responsibility of Edu-ware Services, Inc., and to the extent permitted by law, are hereby excluded both for property damage, and to the extent not unconscionable, for personal injury damage. Some states do not allow the exclusion of incidental or consequential damages, so the above may not apply to all users.

A learning system for the very young, from Edu-Ware:



SPELLING BEE, a software learning system for children in kindergarten through third grade, was developed with three objectives in mind:

- ★ Build spelling skills and identify basic word groupings (for example, vowels, consonants, three-letter words, etc.);
- ★ Link the abstract verbal symbol (word) to the concrete object (picture);
- ★ Establish "computer literacy," that is, allow young children to interact comfortably with the computer. Hence, **SPELLING BEE**'s high resolution graphics and musical sound effects capture a child's interest and facilitate comprehension.

SPELLING BEE's System Generator allows the parent or teacher to tailor duration and emphasis to an individual child's needs. An easily accessed Demonstration Mode allows the parent to review all spelling words before the child begins. As the child works within the Tutorial, the system ignores incorrect responses and reinforces only correct responses. A Drill Mode then tests the child's performance, recording this information for the parent or teacher.

This package contains documentation addressing parents and teachers, which maps all procedures and explains the system model. Edu-Ware's Illustrated Children's Guide introduces youngsters to computer operation.

Edu-Ware products are strongly supported after sale through a Limited Warranty, rapid service, and low-cost updates and replacements.

Requires Applesoft, 48K DOS 3.3.

How To Use Your Computer

